

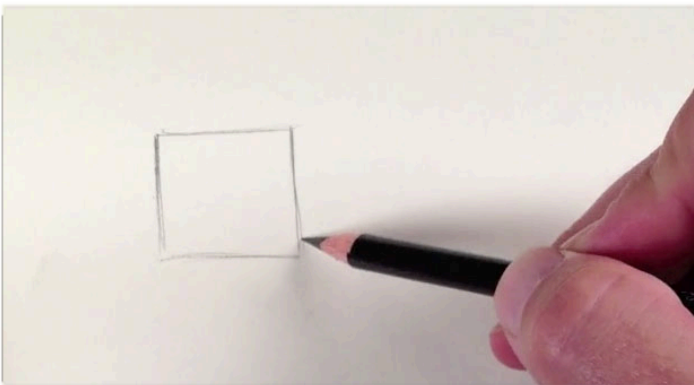
THE SECRETS TO DRAWING VIDEO COURSE

Video 4: Form

Form is one of the seven elements of art. In terms of art, form is a three-dimensional object. When drawing, we are creating the illusion of form. In order to create the illusion of form, we must understand two principles.

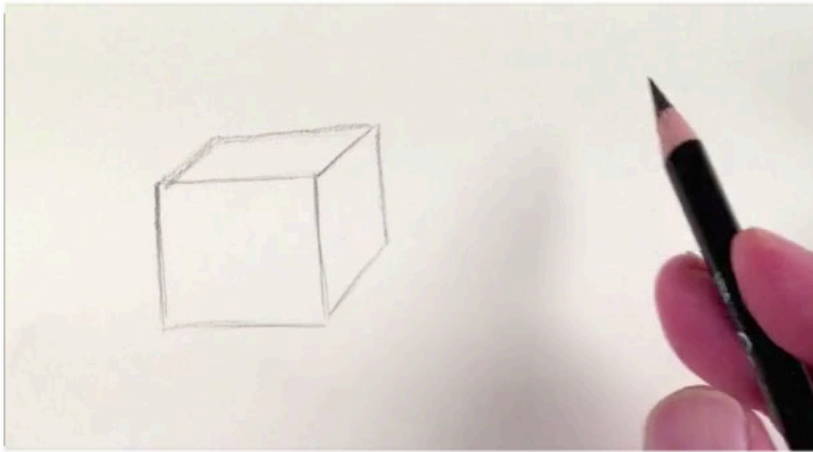
First, forms have more than one side. Most of the time, we can see multiple sides of a form. Therefore, we need to include the sides of the object that we observe in our drawing.

Secondly, forms are affected by light and produce distinctive areas where the illusion of light manifests. Therefore, we must create the illusion of a **light source** through **value** and shading to create the illusion of form.

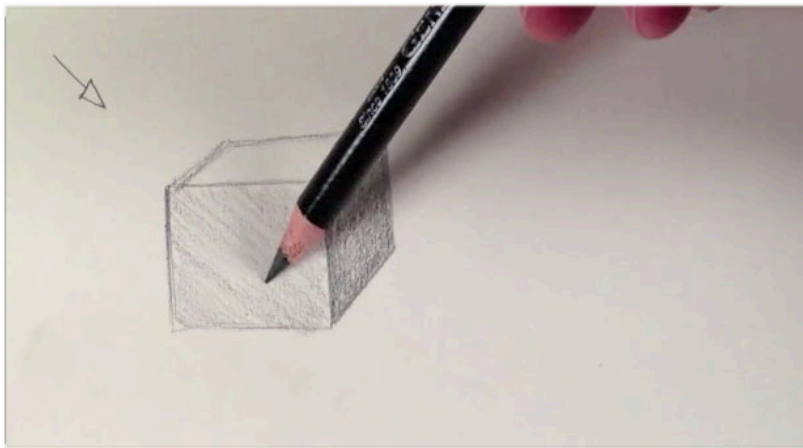


Draw a Cube

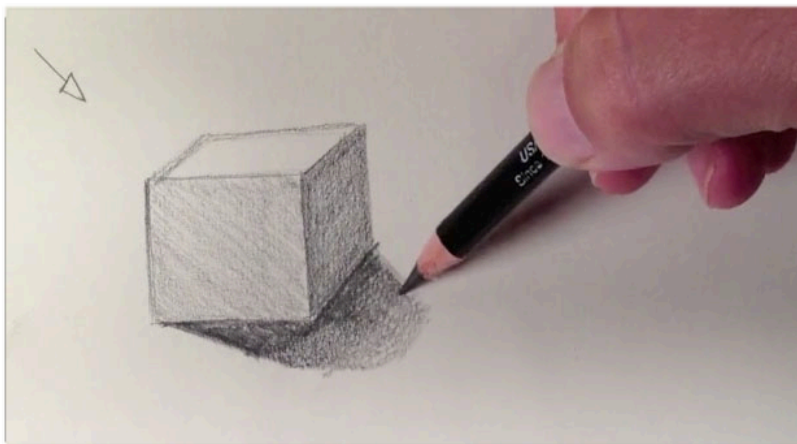
Shapes have three-dimensional counterparts. It is best when starting a drawing of a form to draw its shape first. Since we will be drawing a cube, we'll start by drawing a simple square.



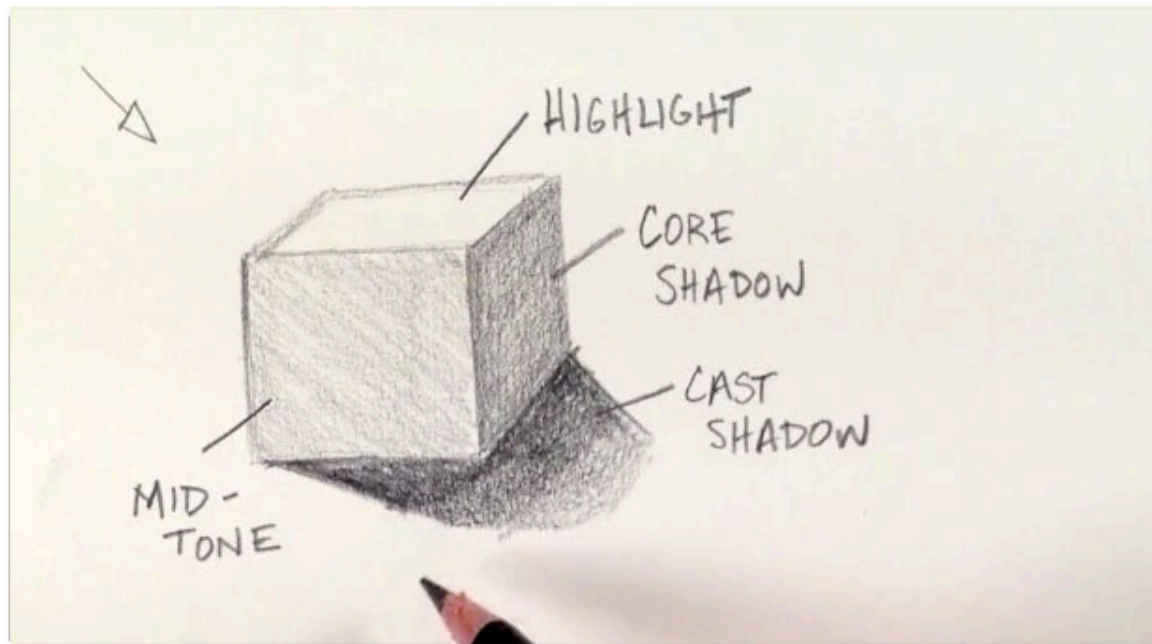
Next, we'll draw three diagonal lines from three of the corners of the square. Connect these lines to create a contour line drawing of the cube.



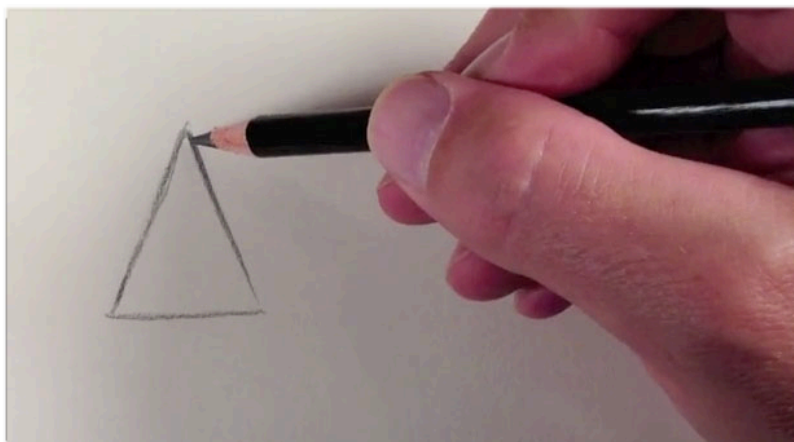
Consider the direction of light coming from the light source. Add shading on the face of the cube opposite from the light source and on the front-facing side of the cube. The shading that is added to opposite face from the light source will be darker.



Add shading to the surface that the cube is sitting on. Create the shading according to the direction of the light source. The shading that is added here should be darkest next to the edge of the cube and slowly gradate to a lighter value.

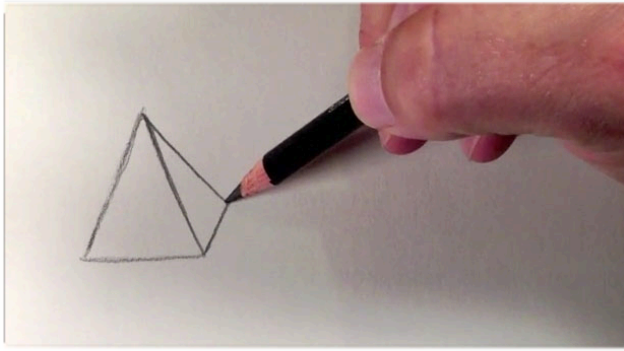


It is important for us to understand how shading affects the illusion of form. Certain areas of value on an object can be defined. A **highlight** is an area on an object where light is directly hitting the object. The **mid tone** is an area on an object that has intermediate values. Light is still hitting the object in the areas of mid tone, but without the intensity of a highlight. **Core shadow** is an area of shadow on an object in which the shadow is most intense. **Cast shadow** is shadow that results on a secondary object or surface because light is blocked by a primary object. The darkest shadows are typically found in the cast shadow.

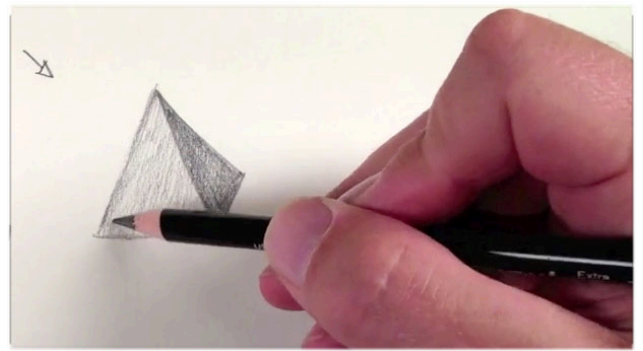


Draw a Pyramid

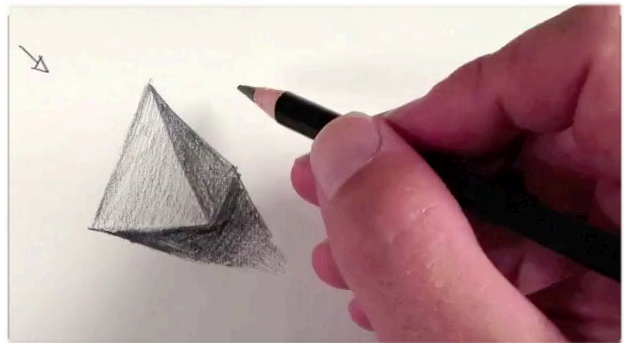
Now that we've drawn a cube, let's draw a pyramid. Here again we'll start by drawing the shape of the object, so we'll start with a simple triangle.



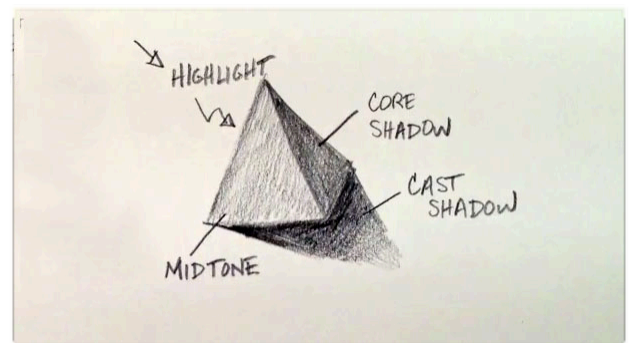
Add two lines that extend out from the triangle and connect them to form a contour line drawing of the pyramid.



Add shading to the contour line drawing that you have created. Be sure to determine a light source.



Add an area of cast shadow using the light source as a guide.



Just like with the cube, our pyramid has areas of defined value.



Draw a Sphere

Drawing a sphere is slightly different than drawing a cube or a pyramid because a sphere does not have flat sides. However, we'll start the drawing in a similar fashion by drawing the basic shape first.

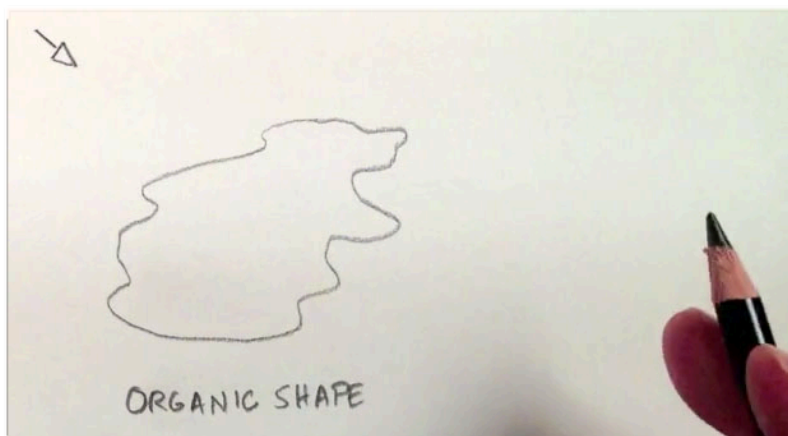
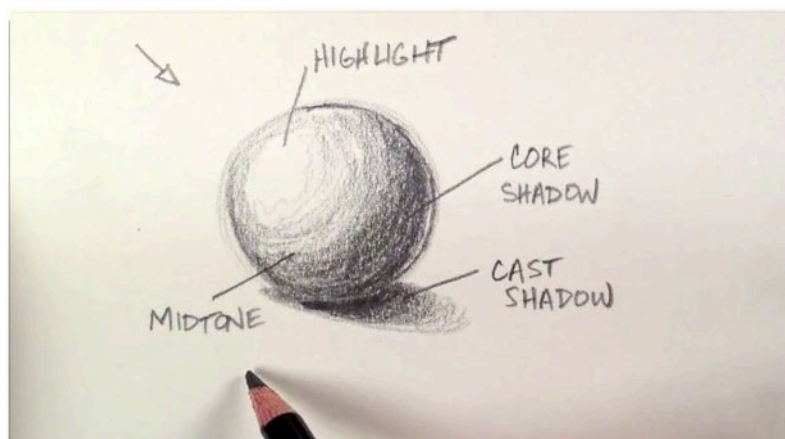


With consideration for a light source, begin adding shading by creating a smooth gradation from dark to light. Be sure to make circular marks to further the illusion of form.



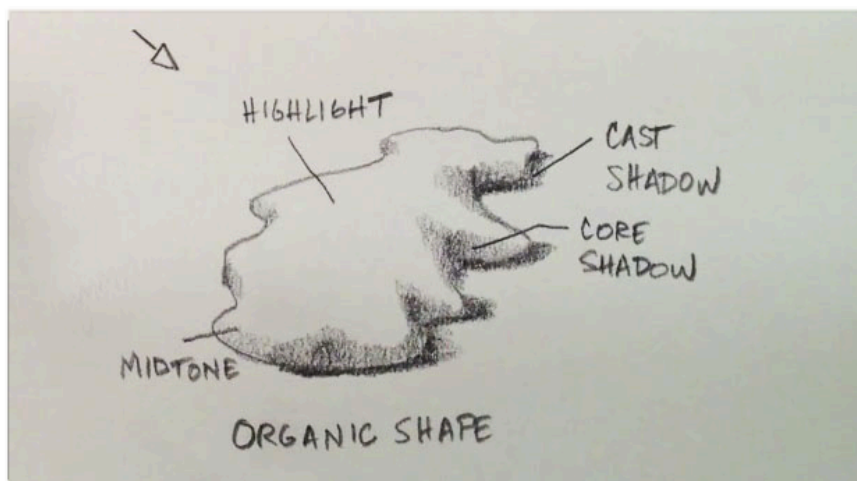
Next, add the cast shadow by drawing an ellipse under the sphere. Add shading that gradates from dark to light within the ellipse.

Notice that with the sphere, the identifiable areas of value (highlight, mid tone, core shadow, cast shadow) exist, but slowly transition into each other.



Draw an Organic Form

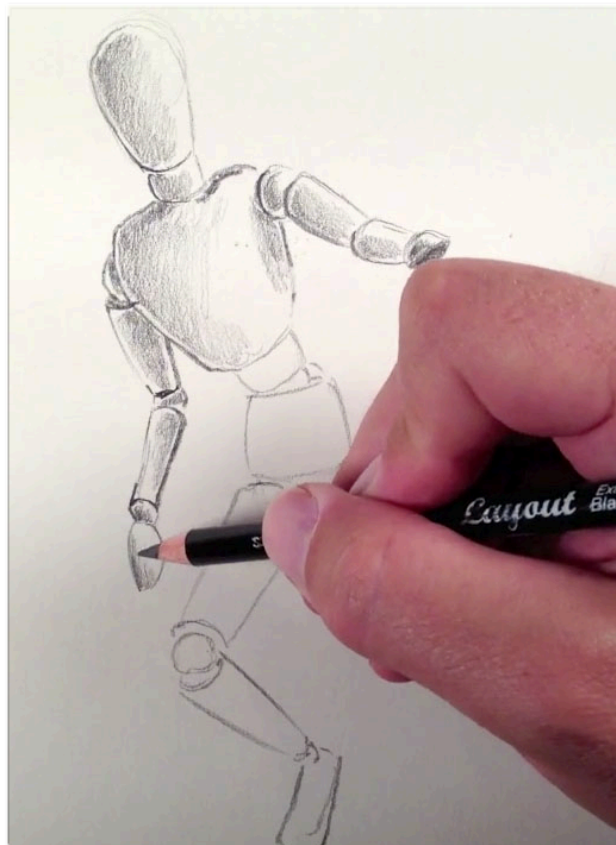
Just like with the geometric forms, we'll start a drawing of an organic form by drawing an organic shape.

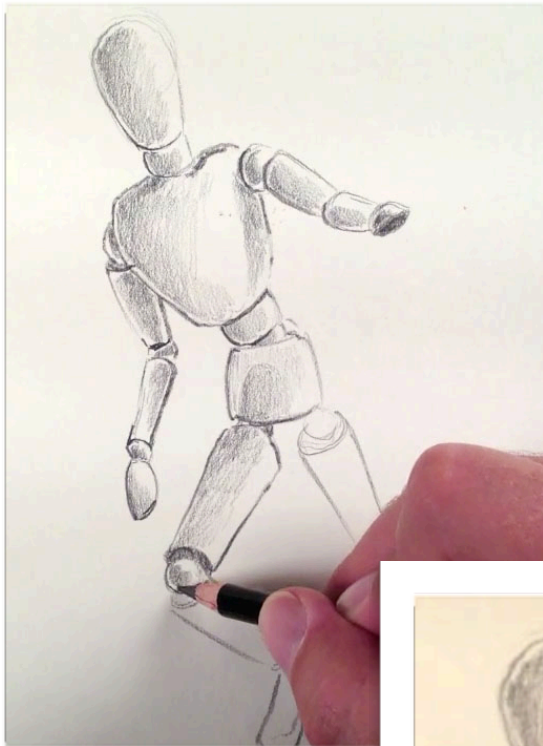


The same identifiable areas of value exist on an organic shape. Like with the sphere, a smooth gradation of value helps to create the illusion of form.

A drawing mannequin is great for practicing since it consists of both geometric and organic forms.

Just like with the simpler forms, start with a contour line drawing of shapes and begin to create the illusion of form through shading.





We'll continue to add shading with consideration for a light source. Think about creating a highlight, mid tone, and core shadow on each of the forms in your drawing of the mannequin. Also keep in mind that improving the line quality can also aid in creating the illusion of form, so make the contour line thicker on the sides of forms that have core shadow.

